AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1   1. (Currently amended) A method for synchronizing object caches, the

2   method comprising:

3   changing a first object in a first system, a second object in a second

4   system, and a third object in a third system, wherein each object contains at least

5   one unchanged attribute;

6   determining a first object change set, a second object change set, and a

7   third object change set, which represent the changes made to the first object, the

8   second object, and the third object, respectively, and wherein an object change set

9   contains an attribute if and only if the attribute has been changed;

10   sending the first object change set from the first system directly to the

11   second system <u>and directly to the third system,</u> which causes the second system to

12   use a second merging unit <u>and the third system to use a third merging unit,</u>

13   <u>respectively,</u> to apply the first object change set to the corresponding object<u>s</u> in the

14   second system <u>and the third system, respectively</u>;

15   sending the second object change set from the second system directly to

16   the third system <u>and directly to the first system,</u> which causes the third system to

17   use a̶<u>the</u> third merging unit <u>and the first system to use a first merging unit,</u>

18   <u>respectively,</u> to apply the second object change set to the corresponding object<u>s</u> in

19   the third system <u>and the first system, respectively</u>; and

20   sending the third object change set from the third system directly to the

21   first system <u>and directly to the second system,</u> which causes the first system to use

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22	~~a~~the first merging unit <u>and the second system to use the second merging unit,</u>
23	<u>respectively,</u> to apply the third object change set to the corresponding object<u>s</u> in
24	the first system <u>and the second system, respectively</u>.

1   2. (Previously presented) The method as claimed in claim 1 further

2   comprising a step of establishing a communication link between the first system

3   and the second system wherein the sending step sends the first object change set

4   from the first system to the second system through the communication link.

1   3. (Original) The method as claimed in claim 2 wherein the establishing

2   step establishes the communication link based on a publish/subscribe protocol.

1   4. (Canceled).

1   5. (Previously presented) The method as claimed in claim 1 further

2   comprising a step of sending the first object change set to a database for updating

3   the corresponding object in the database.

1   6. (Previously presented) The method as claimed in claim 5 further

2   comprising the steps of:

3   receiving an error message from the database if the updating of the

4   corresponding object in the database fails; and

5   discarding the first object change set prior to the sending step in response

6   to the error message.

1   7. (Canceled).

1   8. (Canceled).

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1   9. (Canceled).

1   10. (Canceled).

1   11. (Canceled).

1   12. (Currently amended) A method for synchronizing object caches, the

2 method comprising:

3   receiving a first object change set at a first system, a second object change

4 set at a second system, and a third object change set at a third system, which

5 represent the changes made to a first object on the first system, a second object on

6 the second system, and a third object on the third system, respectively;

7   wherein each object contains at least one unchanged attribute, and wherein

8 an object change set contains an attribute if and only if the attribute has been

9 changed;

10   sending the first object change set from the first system directly to the

11 second system and directly to the third system, which causes the second system to

12 use a second merging unit and the third system to use a third merging unit,

13 respectively, to apply the first object change set to the corresponding objects in the

14 second system and the third system, respectively;

15   sending the second object change set from the second system directly to

16 the third system and directly to the first system, which causes the third system to

17 use a-the third merging unit and the first system to use a first merging unit,

18 respectively, to apply the second object change set to the corresponding objects in

19 the third system and the first system, respectively; and

20   sending the third object change set from the third system directly to the

21 first system and directly to the second system, which causes the first system to use

22	a the first merging unit and the second system to use the second merging unit,
23	respectively, to apply the third object change set to the corresponding objects in
24	the first system and the second system, respectively.

1	13. (Previously presented) The method as claimed in claim 12 further
2	comprising a step of establishing a communication link between the first system
3	and the second system wherein the sending step sends the first object change set
4	from the first system to the second system through the communication link.

| 1 | 14. (Canceled). |

1	15. (Previously presented) The method as claimed in claim 12 further
2	comprising a step of sending the first object change set from the first system to a
3	database for updating the corresponding object in the database.

1	16. (Previously presented) The method as claimed in claim 15 further
2	comprising the steps of:
3	receiving an error message from the database if the updating of the
4	corresponding object in the database fails; and
5	discarding the first object change set prior to the sending step in
6	response to the error message. .

| 1 | 17. (Canceled). |

| 1 | 18. (Canceled). |

| 1 | 19. (Canceled). |

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1   20. (Canceled).

1   21. (Canceled).

1   22. (Canceled).

1   23. (Canceled).

1   24. (Canceled).

1   25. (Canceled).

1   26. (Canceled).

1   27. (Canceled).

1   28. (Canceled).

1   29. (Canceled).

1   30. (Canceled).

1   31. (Canceled).

1   32. (Currently amended) A computer-readable storage-medium storing

2   instructions that when executed by a computer cause the computer to perform a

3   method for synchronizing object caches, the method comprising:

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4   receiving a first object change set at a first system, a second object change

5   set at a second system, and a third object change set at a third system, which

6   represent the changes made to a first object on the first system, a second object on

7   the second system, and a third object on the third system, respectively;

8   wherein each object contains at least one unchanged attribute, and wherein

9   an object change set contains an attribute if and only if the attribute has been

10   changed;

11   sending the first object change set from the first system directly to the

12   second system and directly to the third system, which causes the second system to

13   use a second merging unit and the third system to use a third merging unit,

14   respectively, to apply the first object change set to the corresponding objects in the

15   second system and the third system, respectively;

16   sending the second object change set from the second system directly to

17   the third system and directly to the first system, which causes the third system to

18   use a-the third merging unit and the first system to use a first merging unit,

19   respectively, to apply the second object change set to the corresponding objects in

20   the third system and the first system, respectively; and

21   sending the third object change set from the third system directly to the

22   first system and directly to the second system, which causes the first system to use

23   a-the first merging unit and the second system to use the second merging unit,

24   respectively, to apply the third object change set to the corresponding objects in

25   the first system and the second system, respectively.

1   33. (Canceled).

1   34. (Canceled).